

Angela Zhu

angelzhua@gmail.com | 516-853-1102 | [Github](#) | Ithaca, NY

EDUCATION

Cornell University, College of Arts and Sciences

Expected May 2027

Bachelor of Arts in Computer Science, Minor in Game Design

3.7 GPA

Coursework: Introduction to Computer Game Development, Data Structures & Functional Programming*, Object-Oriented Programming & Data Structures, Discrete Structures, Statistics & Probability* (* = Fall 2024)

TECHNICAL SKILLS

- **Programming Languages:** Java, C#, Python, HTML/CSS, OCaml
- **Tools:** React, Unity, LibGDX, Git/GitHub, Blender, Fusion 360, Tiled, Adobe Photoshop

PROJECTS

Lunar Looter Video Game | Project Lead

May - August 2024

Independent Project

- Spearheaded the creation of a 2D stealth game using Unity and C# with 12 levels in a team of 3 members
- Led meetings and implemented 4 day “sprint” system with check ins, which improved productivity by 80%
- Implemented enemy artificial intelligence (AI) algorithms, UI/UX, level design, and ray casting

Seas the Throne Video Game | Programmer and Designer

January - May 2024

Introduction to Computer Game Development, Cornell University

- Conceptualized and developed entire design and programming process for an open world bullet hell-style game using Java and LibGDX within a team of 8 members
- Programmed gameplay elements, user interface (UI), menus, screens, and animations; designed tutorial level that boosted players’ gameplay confidence by 80%

McDiver Optimization Project | Programmer

Object-Oriented Programming and Data Structures, Cornell University

December 2023

- Collaborated with a partner to optimize a computer simulation in Java using Dijkstra’s and A* algorithms, halving pathfinding time and doubling the final collection score

RELEVANT EXPERIENCE

Software Developer, Combat Robotics @ Cornell Project Team

October 2023 - present

- Redesigned team website using Figma and programmed using React and CSS in an ongoing project to allow for easier site edits and better visual appeal for hundreds of site viewers
- Launched monthly website updates using HTML/CSS to promote the team, recruitment, and major events, and published the site using FileZilla
- Collaborated with 3 members on programming a claw machine in Python using a Raspberry Pi, including the joystick, motor, and claw mechanisms

Private Tutor (Java)

June - July 2023

- Provided personalized Java programming instruction to 2 middle school students, focusing on foundational concepts to build interest in computer programming
- Developed 5+ tailored lesson plans and exercises to enhance each individual student's understanding of each topic

SKILLS AND INTERESTS

Language: Fluent in Chinese, Advanced in Spanish

Interests: Orchestra (All Eastern), digital art, Girl Scouts, cross country